CLAIMS

1. A method for creating a mobile multimedia framework application programming interface (API) capable of operation in mobile hardware devices, comprising the operations of:

setting API component access parameters to utilize a synchronous programming model;

setting the API components to a pull data delivery protocol; and

removing master/slave functionality.

2. A method as recited in claim 1, wherein a memory size of the mobile multimedia framework API is less than 100 kilobytes.

3. A method as recited in claim 1, wherein a push data delivery protocol is only utilized in an application layer.

4. A method as recited in claim 1, wherein an asynchronous programming model is only utilized in an application layer.

5. A method as recited in claim 1, wherein master/slave functionality is only utilized in an application layer.

6. A method as recited in claim 1, further comprising the operation of providing specialized players.

7. A method as recited in claim 6, wherein the specialized players include an MPEG player.

8. A mobile multimedia framework application programming interface (API) capable of operation in mobile hardware devices, comprising:

a codec;

a data source in communication with the codec; and

a media engine having a plurality of components in communication with the codec and the data source, wherein each component is accessible utilizing a synchronous programming model, and wherein each component utilizes a pull data delivery protocol.

9. A mobile multimedia framework API as recited in claim 8, wherein each component is set to exclude master/slave functionality.

10. A mobile multimedia framework API as recited in claim 9, wherein a memory size of the mobile multimedia framework API is less than 100 kilobytes.

11. A mobile multimedia framework API as recited in claim 8, wherein a push data delivery protocol is only utilized in an application layer.

12. A mobile multimedia framework API as recited in claim 11, wherein an asynchronous programming model is only utilized in an application layer.

13. A mobile multimedia framework API as recited in claim 8, wherein master/slave functionality is only utilized in an application layer.

14. A mobile multimedia framework API as recited in claim 8, further comprising specialized players.

15. A mobile multimedia framework API as recited in claim 14, wherein the specialized players include an MPEG player.

16. A method for creating a mobile multimedia framework application programming interface (API) capable of operation in mobile hardware devices, comprising the operations of:

setting API component access parameters to utilize a synchronous programming model;

setting the API components to a pull data delivery protocol;

removing master/slave functionality; and

providing a specialized player, wherein the specialized player is designed to process a specific type of multimedia data,

wherein a memory size of the mobile multimedia framework API is less than 100 kilobytes.

17. A method as recited in claim 16, wherein a push data delivery protocol is only utilized in an application layer.

18. A method as recited in claim 17, wherein an asynchronous programming model is only utilized in an application layer.

19. A method as recited in claim 18, wherein master/slave functionality is only utilized in an application layer.

20. A method as recited in claim 16, wherein the specialized player is an MPEG player.